(state in which the reel symbol in the background can be visually recognized through the attraction display) is enabled.

[0084] **FIG. 3** is an enlarged view of panel display device **7**. At the center of the panel display device are provided a left reel **24**L, a middle reel **24**C, and a right reel **24**R, which constitute the variable display means. At the right side of the front panel are provided various game condition indication lamps and seven-segment display areas. A REPLAY lamp **30** lights up when a replay is awarded in a currently played game. A WAIT lamp **31** is lit when start lever **13** is operated in the current game without 4.1 seconds having elapsed since operation in a previous game and thereby notifies that the WAIT time is in progress. A WIN lamp **32** becomes lit at a predetermined probability in a case where internal winning of a bonus winning combination is realized, thereby notifying that the internal winning of a bonus is realized at 100% certainty. A start lamp **36** becomes lit when a coin loading operation, the operation of any of the various BET switches, or other betting operation is performed and acceptance of the operation of start lever **13** becomes activated. In-bonus information display area **33** displays the remaining number of times in which normal game is enabled in the big bonus ("BB," herein after) state, etc., and mainly notifies the conditions of progress of the bonus game. Credit display area **34** displays the number of coins credited within the gaming machine. Payout display area **35** displays the number of coins paid out upon generation of winnings. If the C/P switch **12** is in the credit state, the coins to be paid out are credited. If the C/P switch is in the payout state, the coins to be paid out are paid out.

[0085] **FIG. 4** is a block diagram of a circuit for realizing the operation of pachi-slot gaming machine **1** shown in **FIG. 1**. A control unit of this embodiment is mainly composed of two control circuits. Game control means may include the control unit. A main control circuit **101** controls various electrically connected peripheral devices based on input signals from various detectors. A sub-control circuit **201** controls the attraction images displayed on the image display device **21**, effect sounds generated from speakers **5**L and **5**R, etc., based on game information sent from main control circuit **101** and operation inputs from a touch panel provided in panel display device **7**.

[0086] Main control circuit **101** is mainly comprised of a microcomputer **102**, which is set up on a circuit board, and is additionally composed of a circuit for random number sampling. Microcomputer **102** comprises a ROM **104**, in which a game program and data are stored in advance, a CPU **103**, which carries out control operations according to the game program in ROM **104**, and a RAM **105**, which provides the working area necessary for the control process.

[0087] A clock pulse generating circuit **106** and a frequency divider **107** for generating standard clock pulses, a random number generator **108** for generating random numbers to be sampled, and a sampling circuit **109** for sampling random numbers based on signals from a start lever **13** to be described below are connected to CPU **103**. Random number sampling may be carried out by software processing in microcomputer **102**. In that case, random number generator **108** and sampling circuit **109** may be omitted.

[0088] A control program for controlling various operations of the pachi-slot gaming machine, a prize probability table, to be used in the probability lottery process described below for determining whether or not a random number obtained based on an operation of start lever **13** corresponds to a win, a stop table, for determining the stopping positions of reels **24**L, **24**C, and **24**R based on the operations of stop buttons **15**L, **15**C, and **15**R, various gaming information commands, sent to sub-control circuit **201**, etc., are stored in ROM **104** of microcomputer **102**.

[0089] Various peripheral devices (actuators) are connected to CPU **103** via an I/O port **110**.

[0090] A motor driving circuit **11** controls stepping motors **112**L, **112**C and **112**R to rotate reels **24**L, **24**C, and **24**R respectively according to driving signals from CPU **103**. Moreover, motor driving circuit **11** controls the stopping of stepping motors **112**L, **112**C, and **112**R according to stop control signals from CPU **103**.

[0091] A hopper driving circuit **113** controls a hopper **114** as a coin payout device based on a payout command from CPU **103**.

[0092] A seven-segment driving circuit l**21** controls various display areas (in-bonus information display area **33**, credit display area **34**, payout display area **35**) that are composed of seven-segment LED's.

[0093] A lamp driving circuit **116** controls the lighting of various display areas (REPLAY lamp **30**, WAIT lamp **31**, WIN lamp **32**, start lamp **36**) that are composed of lamps.

[0094] In addition, an image display device **21**, the electronic shutter **22**, a reel back lamp, etc., are provided as attraction display means or image display means for displaying an image varyingly, and are controlled by the sub-control circuit **201**.

[0095] The major input signal generation means that generate input signals required by microcomputer **102** for generating control signals for the respective driving circuits include start lever **13**, 1-BET switch **8**, 2-BET switch **9**, MAX-BET switch **10**, C/P switch **12**, inlet coin sensor **117**, reel stop signals circuit **118**, reel index detection circuit **115**, payout detection circuit **119**, etc. These are also connected to CPU **103** via I/O port **110**.

[0096] Start lever **13** detects a start operation by a player. Inlet coin sensor **117** detects coins that are loaded from coin inlet **11** and passed through a selector for blocking deformed coins. Reel stop signal circuit **118** generates stop signals upon detecting the operations of the respective stop buttons **15**L, **15**C and **15**R. Reel index detection circuit **115** supplies CPU **103** with symbol position reset signals upon receiving signals from a rotation reference position detection switch in a stepping motor. Payout detection circuit **119** supplies CPU **103** with payout number signals upon receiving signals from a coin detector **120** in hopper **114**.

[0097] How these driving circuits are controlled within the flow of a game sequence will now be described. First, from the point at which the power switch of pachi-slot gaming machine **1** is turned on, random number generator **108** generates a random number within a fixed numerical range. When inlet coin sensor **117** detects the loading of coins by a player or if coins are credited, when a bet operation by 1-BET switch **8**, 2-BET switch **9**, or MAX-BET switch **10** is performed, an activated line that is in accordance with the number of betted coins is displayed on the imaged is play